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For the most up-to-date gameplay information,
please see the official website:
www.startrekonline.com

INSTALLATION

Star Trek Online includes a ReadMe file that details the License Agreement and update information about the game. Please read this file to learn more about changes made after this manual went to print, ways to optimize your gaming experience and ways to solve other problems that may arise.

To Install *Star Trek Online*:

1. Close all running programs and background tasks, such as virus scanners.
2. Insert the *Star Trek Online* DVD-ROM into your DVD drive to begin installation.
3. If AutoPlay is enabled on your computer, the *Star Trek Online* installer will appear automatically. If the installer does not appear automatically, you will need to run the installer manually.
   If you are using Windows XP, click the Start button on your taskbar, then click "Run." In the Open box, type "D:\setup.exe" (where "D" is the letter of your DVD drive) and press Enter.
   If you are using Windows Vista or Windows 7, click the Start button on your taskbar and enter "D:\setup.exe" (where "D" is the letter of your DVD drive) in the Search box.
4. Follow the onscreen instructions to complete the installation process.

Installation of DirectX

Star Trek Online requires DirectX 9.0c to run. If you do not have DirectX 9.0c installed on your computer, the *Star Trek Online* installer can install it for you. Just click "Yes" to accept the DirectX 9.0c License Agreement during game installation. This will launch the DirectX 9.0c installer.

Creating an Account

To play *Star Trek Online*, you need a game account if you do not already have one. Please visit **www.startrekonline.com/activate** to activate your product registration key and create a game account. Be sure to write down your account name and password, as you will need these to log into the game.

Your registration key includes 30 days of access to *Star Trek Online*. Afterwards, you will be responsible for a subscription fee based on the subscription plan that you chose during registration. You may change or cancel your subscription at any time by visiting **www.startrekonline.com/account**.

LAUNCHING *STAR TREK ONLINE*

To launch the game, double-click the *Star Trek Online* icon on your desktop or navigate to the *Star Trek Online* folder in the Start menu.

Logging In

The first screen you will see is the Login screen. Enter the username and password for your game account and click Submit to begin the patching process.

Patching

After logging in, the patching process will begin. The patcher automatically downloads and installs *Star Trek Online* updates as they become available. The updates may take some time to download, depending on the size of the update and the speed of your internet connection. After the patching process is complete, click Engage to play the game.

Creating Your Captain

Now that you have installed the game and can log in, you are ready to create your Captain!

The *Star Trek Online* character creator is extremely robust, and the options to customize the way your Captain looks are nearly limitless. Here are some general directions to help you along.

1. Select a career path. Your Captain can focus on Engineering, Science or Tactics.

   Tactical officers focus primarily on combat efficiency. They have special abilities that help them fight effectively, both in a starship and on the ground.

   Engineering officers focus on improving the functionality of their ships and crew. They have special abilities that can quickly repair damaged shields and hulls, and improve the effectiveness of their starship's and Bridge Officers' weaponry.

   Science officers focus on support. They can lend aid to allied ships and officers by healing them... or hindering the effectiveness of their enemies.

2. Select your species. You can choose from a list of Star Trek-specific species or create your own.
3. Select your gender and customise your appearance.
4. Name your Captain and your starting ship.

ADVANCING IN THE GAME

Advancing in Rank

There are six ranks through which to progress:

- Ensign
- Lieutenant
- Lieutenant Commander
- Commander
- Captain
- Admiral

As you advance through ranks, you gain access to more advanced ships, skills and equipment. For example, Commanders gain access to fly Heavy Escorts, Heavy Cruisers and Research Science Vessels. Admirals can fly Fleet Escorts, Battle Cruisers and Deep Space Science Vessels. Once you gain access to a ship, you'll always be able to fly it, should you so choose.

Each rank offers more refined skills to choose from, as well. By the time you've reached the Admiral rank, you'll have had the opportunity to specialize in a number of fields, depending on your career. You don't have to specialize, however; it's possible to invest your experience in a wider array of skills and still improve your rank.

In order to advance in rank, you'll need to spend a specific number of skill points in your currently available skills. To advance from Lieutenant to Lieutenant Commander, you'll need to have invested a certain number of skill points before you're offered a promotion.

Skill-based Gameplay

Star Trek Online is a skill-based game, meaning the experience you receive for completing missions, finishing episodes and defeating enemies awards you skillpoints which you use to directly improve the skills available to you. There are a set number of skills available to you, depending on your rank.

For instance, there's a group of broad skills available at the Lieutenant rank; when you reach Lieutenant Commander, more refined skills become available to you.

The skills available in the early game provide blanket bonuses to the items and abilities you use, and more refined skills will provide more specific bonuses to items and abilities.

For example, an Engineering officer has the option at lower ranks to decide between focusing on Maintenance, Modification or equally between them. Let's say he decided to work exclusively on Modification, and raises his Lieutenant Modification skill to the maximum rank. When he becomes a Lieutenant Commander, new, more refined skills will become available in both the Modification and Maintenance categories.

All of a character's skills influence his effectiveness with his career abilities, as well as his equipped Kit (which grants additional abilities suited to a particular specialty of their chosen career). You will collect several Kits as you advance in rank, allowing your role or "spec" to change by equipping the Kit that contains the abilities you need for the mission at hand.

The skill sets in the game fall into two major categories: Space and Ground.

Space skills are generally broader than ground skills. They're designed to augment your Bridge Officers' abilities, as well as your own. Therefore, even if you're a Tactical officer, you can take Engineering skills, which will help your Engineering Bridge Officers become more effective. This has a lot of influence on the way your ships behave. If you're a Tactical officer flying an Escort ship, which usually doesn't offer much in the way of Engineering bridge stations, having a lot of skill points invested in Engineering could significantly improve your Engineer's performance, even though the ship has limited capabilities in that area.

Acquiring New Ships

Each time you assume a new rank – e.g. advancing from Lieutenant Commander to Captain – you'll be awarded a new ship of your choosing for free. Newly promoted Captains will be able to choose between a free Long Range Science Vessel, Tactical Escort or Exploration Cruiser.

To receive your ship, visit the shipyard at a space station.

Bridge Officers

Your Bridge Officers are completely customizable members of your crew that grant your ship unique and powerful abilities. They also form the backbone of your away team when you're on the ground. As you level your character your Bridge Officers earn points to level with you. When you have leveled up an officer enough, you have the change to promote your Bridge Officer. The higher the officer's rank, the more of their abilities you unlock, and the more of their abilities you will have access to in space and on the ground.

Bridge Officer Skills

Your Bridge Officers gain experience similarly to your Captain. While their skills are far more limited than the Captain's, they advance through rank in the same manner. Once you spend enough skill points in a certain rank, Bridge Officers can be promoted to a higher rank, though they must remain at least a rank below you at all times. If your Captain is a Lieutenant Commander, his Bridge Officers can only be Ensigns or Lieutenants.

As you progress through the game, you accrue skill points to assign to your Bridge Officers. Those points enter a pool, which you can then assign to any Bridge Officer in your crew. Bridge Officers don't need to go on specific missions with you to gain experience; this allows you more freedom to determine how you want your Officers to advance and doesn't penalize you for wanting to draw from a larger group of Officers in your employ.

Since Bridge Officers can have unique skills, they may be more complementary to one Captain's play style than another's. As such, you may transfer Bridge Officers to other players in exchange for their Officers or other goods and services.

General Gameplay

Star Trek Online is a persistent online game and is subject to change regularly. For the most up-to-date gameplay information, please see the official website: www.startrekonline.com.

Gameplay in *Star Trek Online* takes place in two general areas: space and on away teams.

Space Gameplay

Space Combat in *Star Trek Online* has a measured pace and is centered around tactically positioning your ship to have the most weapons pointing at an enemy ship while making sure your strongest shields are facing your opponent. You are in complete control of your ship, from speed to system power levels to weapons.

Ships

Ships in *Star Trek Online* are as much a part of your avatar as your captain or Bridge Officers. They're highly customisable, both cosmetically and functionally. Visiting a ship "tailor" will allow you to change the colour of your ship, the nacelles, the neck and/or nacelle pylons, its saucer, its name, its registry number and so on. And since ships have paperdolls (representations of the items a ship can equip) and Bridge Officer stations, the decisions you make in how you outfit the ship's weaponry, impulse engines, shields, deflector dish and Consoles guarantee your gameplay experience will be unique to other players, but at the same time still feel like Star Trek.

Players are awarded one ship for each promotion of rank his Captain earns. Additionally, players are able to purchase new Ships at any time from vendors using resources. Skill point investment for ships can be allocated towards any ship class they choose. Certain skills also increase items' performance, so if you increase your Phaser Cannon skill, Phaser Cannons will be more effective in combat.

Once players reach the rank of Lieutenant Commander, they're able to begin choosing from three separate types of ship: Science vessels, Escorts and Cruisers. These ships differ from each other in a number of ways:

- **Bridge Officer station arrangement.** Science vessels favour Science Officer stations, Escorts favor Tactical Officer stations and Cruisers favor Engineering Officer stations.
- **Utility.** Science vessels are innately able to detect cloaked ships and are specialized in subsystem targeting. Cruisers have lots of crew, repair very quickly and lots of power to distribute across their subsystems. Escorts are the gunboats of the Federation fleet; they maneuver quickly and can equip cannons.
- **Size.** Cruisers tend to be larger and less maneuverable than other ships. Escorts are smaller but nimble and feature a lot of firepower for their size. Science vessels typically fall in the middle.
- **Weapons capabilities.** Cruisers, since they're larger ships, have more gun bays. Escort ships can outfit high-damage cannon weapons, which other ships cannot. Science vessels are less weapon-focused but offer other capabilities and bonuses such as more powerful deflector beams, tractor beams and sensors.

- **Crew complement.** Larger ships have larger crews, which affects hull and subsystem repair rate, as well as the effectiveness of boarding parties, the engineering team and crew-based skills your captain may have.
- **Modification slots.** Similar to Bridge Officer stations, the different ships have varying room for special modifications that can be added to the ship to increase its effectiveness. Similar to slotted gems in other games, mods provide small passive bonuses that affect gameplay and can be interchanged at will.

The differentiation isn't just between the Escort/Cruiser/Science categories, but each individual configuration within those offers disparate settings for players to choose between.

SHIP CATEGORIES:

Escort Ships

These heavily-armed warships are built with the firepower to defend the Federation. Escort vessels are armed to the teeth, fast and maneuverable, which makes them a hard target to hit when they're moving evasively.

They are ill equipped to deal with advanced science or engineering tasks. Their lack of adequate medical facilities will hinder their ability to maintain their crew's health. Fortunately, they are so well armed and armored that their crew's health is seldom threatened.

Primary Role: Heavy Damage Outpost, boasting incredible firepower for its size.

Special: Bonus to damage, speed and maneuverability; can load cannons; bonus to weapon power; extra forward weapon slot.

Science Ships

Although Science ships lack the massive firepower of other classes, their technology grants them distinct advantages in combat. Their advanced deflector and sensors can easily identify and exploit weaknesses in enemy ships and target their subsystems, or even detect cloaked ships. Their deflectors can also be used to aid and repair ally ships, as well as control the pace of battle.

These abilities allow them to provide superior fleet support, yet they are more than capable to complete missions on their own.

Primary Role: Fleet support, ally aid, battle control. Specializes in buffs, debuffs and control.

Special: Advanced shields, innate subsystem targeting, innate cloak detection; bonus to Auxiliary power.

Cruiser Ships

Cruisers are generally the largest ships in Starfleet. Their size grants them access to advanced warp cores, which allows them to distribute a large amount of power across their subsystems; a large crew complement, which improves a ship's repair rate, engineering bay, boarding party effectiveness, and so on; and a large inventory, which makes them great for long distance missions.

Cruisers have a large warp core and crew complement. Their abundant resources allow them to adapt well to most situations and get damaged systems back online quickly. Cruisers can also support other ships with their massive power supply and crew.

Primary Role: Capable of withstanding heavy damage; large crew complement provides quick repairs and boarding party tactics.

Special: Large Warp Core (power bonus); large cargo space (inventory); bonus to power in all systems; more weapon slots than Science vessels or Escorts.

Flying Your Ship

Use the W, A, S and D keys to maneuver your ship. A and D turn your ship side to side, and W and S pitch your ship up and down. You can change your speed by using the onscreen throttle. You can also move in reverse and at full impulse. When at full impulse your speed increases by 60 percent.

Shields and Hull

Your ship is protected on all sides by four shields: forward, rear, left and right. Your shield strength is displayed onscreen by blue bars around your ship, as well as on your ship's status indicator within the user interface. As your shields take damage, the indicators will shrink and you will begin taking more hull damage, which represents your ship's structural integrity. When your hull is depleted, your ship will explode.

Your shields are constantly recharging, and normally, the shields replenish evenly around your ship. If you click on a damaged shield section, you will send a portion of the power that usually is distributed to all of the sections directly to that one section. Additionally, if you have a couple of damaged sections and a couple that are in perfect condition you can click the redistribute button and all of the energy that each shield section has will be equalized.

It's very important to keep your strongest shield facing your toughest enemies, which you can accomplish by moving the ship to face different directions. This will drastically increase your chances of survival. You'll also earn abilities and items during your play that will improve and repair your shields and hull.

Weapons

You have a plethora of weaponry available to your ship. Beyond phaser beams, which were featured heavily in the *Star Trek* shows and movies, you can equip torpedoes, mines and in some cases cannons. You can equip weapons to be either forward- or rear-facing. Different ships offer different placement arrangements. Typically, larger ships offer more slots to equip weapons.

Each of the weapons types has strengths and weaknesses associated with it.

- Beams burn down shields very well but do less damage against the hull.
- Cannons burn down shields almost as good as beams, but do more hull damage.
- Torpedoes do little damage to strong shields, but do a lot of hull damage.
- Turrets can burn down shields well, but don't do as much damage to the hull.

Bridge Officers in Space

Bridge Officers play a key role in how any ship performs. They offer special skills and abilities beyond what your Captain avatar has at his disposal. These abilities appear next to portraits of your Bridge Officers in the user interface. A portrait with a red background indicates a Tactical Bridge Officer, yellow an Engineering Bridge Officer and blue a Science Bridge Officer.

You can assign your Officers to specific stations on a given ship. These stations can be Science, Tactical or Engineering stations, and ships of different type favor stations of a specific type, as well. Science ships focus their stations on Science, Escort ships on Tactical and Cruisers on Engineering. The more advanced the ship, the larger number of Bridge Officer stations there are (generally).

The stations, like Bridge Officers, are ranked: Ensign, Lieutenant, Lieutenant Commander and Commander. A Bridge Officer can only access his skills that correspond to the rank of the station at which he's positioned. For instance, if an Engineering Officer is a Commander but stationed at a Lieutenant Commander's station on a ship, he'd only have access to his Ensign, Lieutenant and Lieutenant Commander skills. With this in mind, the way you configure your bridge can dramatically affect gameplay, even on the same ship.

Consoles

In addition to Bridge Officer stations, players can add console modifications to their ships to passively increase their effectiveness. There are three general types of mods: Tactical, Engineering and Science. The modifications can improve different elements of the ship, including armor, deflector dish upgrades, improved phaser relays and so on.

The console modifications are very IP-driven, and all of the upgrades appeared in the shows or movies. Some mods include: Tetryon Pulse Generator, Directed Energy Distribution Manifold, Multi-Spectro Scanner and Gravitron Generator.

Different ships favor different types of modifications. Cruisers tend to have room for more Engineering mods, Escorts are designed with Tactical mods in mind and Science vessels favor Science mods.

While consoles don't have as great an effect on gameplay as Bridge Officers, they can be used in conjunction with them to increase a particular Bridge Officer's effectiveness. For example, if a player were to slot a Warhead Yield Chamber, which increases torpedoes' effectiveness, on one of his Tactical stations and then assign a Bridge Officer with the Torpedo Salvo skill to that station, any torpedoes that Bridge Officer fires would be more devastating than if the Bridge Officer were acting alone.

However, a player can also outfit a lot of Monotanium Alloy mods in his Engineering stations to greatly improve his ship's kinetic damage resistance. Or he can add different damage resistance mods to improve his damage resistance across the board. Conversely, a captain can outfit his ship's mods with a focus on damage to take out his enemies before he has to worry about surviving their counterattack.

It's just another way a player can tailor his gameplay experience to his play style.

Away Team Gameplay

Away Team gameplay is fast-paced and action-oriented. You will always beam down with four other AI-controlled away team members, or any combination of human and AI players. You will use your weapons, your Kits and tactical control of your away team to overcome your enemies.

Ground Movement

You control your player on the ground using WSQE. W and S move the player forward and backward, while Q and E will make your player strafe left and right. You can turn using the A and D keys or by clicking the right mouse button to turn the camera and the player.

Player will also be able to Sprint, Aim, and Roll which each grant special bonuses:

Sprint : Makes it harder for enemy fire to hit the player

Aim : Puts the player into "Aim mode", which slows movement but increases damage

Combat Rolls : Makes the character roll in the specific direction, giving the player a temporary dodge buff.

Weapons and Equipment

You're able to equip your Captain with weapons and a host of other equipment. At your disposal are weapons, shield generators, armour and your Kit.

You can equip up to two weapons, which you can switch between on ground missions. The weapons available to you range from basic phasers to tactical grenade launchers. If your Captain has the proper skills, he can also use unarmed combat to take down foes at short range.

Expose and Exploit

Certain weapon powers will "expose" an enemy, causing them to become prone to certain other weapon powers that can be used to "exploit" them. When an enemy is successfully damaged with an "exploit" attack, they take critical damage.

Shield generators offer your Captain protection beyond standard armor. They're a new addition to the Star Trek universe, representing the forefront of ground-based technology. Your personal shield will take damage and recharge without impacting your overall health. Staying out of fire will allow you to recharge your shields more quickly.

Armor offers protection from damage and is well-complemented with shield generators.

Kits grant your Captain special powers, based on your Captain's specialization. A Tactical officer can equip a stealth suit Kit, for example. These Kits are exclusive to the classes they are made for, and higher-end Kits grant multiple abilities.

You can acquire new weapons and other items via normal game play: They'll appear as loot and mission rewards, and vendors may sell them.

Away Team

Your Away Team is always comprised of five characters. If you and four friends beam down to a planet, all five of you will form the team. If you and two friends beam down, you'll be able to select two Bridge Officers to complete the team. If you opt to venture forth alone, you'll be able to select four AI Bridge Officers to help you with your mission.

Your Bridge Officers can specialise in Science, Engineering or Tactical skill sets. They gain experience much like your Captain, and you're able to upgrade their skills in a similar way. You're also able to equip them with different weapons, shield generators and armor.

On the ground, your Bridge Officers can follow simple orders, like "Hold Position," "Attack Aggressively" and "Follow Me." This allows you to tactically position your Away Team in order to maximize a positional advantage.

SVENSKA (QUICKSTART)

För den senaste spelinformationen, besök den officiella webbplatsen på: **www.startrekonline.com**.

INSTALLATION

Star Trek Online inkluderar en ReadMe-fil som innehåller licensavtalet samt uppdateringsinformation om spelet. Läs denna fil för att lära dig mer om ändringar som har gjorts efter att den här manualen skickades till tryckning, olika vis att optimera din spelupplevelse och sätt att lösa andra problem som kan uppstå.

För att installera *Star Trek Online*:

1. Stäng alla andra program och mjukvara som körs i bakgrunden, som till exempel virusprogram.
2. Stoppa i DVD:n för *Star Trek Online* i din DVD-enhet för att påbörja installationen.
3. Om Autoplay är aktiverat på din dator så visas installeraren för *Star Trek Online* automatiskt. Om installeraren inte dyker up automatiskt måste du köra installeraren manuellt.
   Om du använder Windows XP, klicka på Startknappen i aktivitetsfältet och klicka sedan på "Kör." Skriv "D:\setup.exe" i dialogrutan Öppna (där bokstaven "D" står för din DVD-enhet) och tryck på Enter.
   Om du använder Windows Vista eller Windows 7, klicka på Startknappen i aktivitetsfältet och skriv "D:\setup.exe" (där bokstaven "D" står för din DVD-enhet) i sökrutan.
4. Följ instruktionerna på skärmen för att slutföra installationsprocessen.

Installera DirectX

Star Trek Online kräver DirectX 9.0c. Om du inte har DirectX 9.0c på din dator kan installeraren för *Star Trek Online* installera det åt dig. Klicka på "Ja" för att acceptera licensavtalet för DirectX 9.0c under spelinstallationen. Detta sätter igång installeraren för DirectX 9.0c.

Skapa ett konto

För att spela *Star Trek Online*, så behöver du ett spelkonto om du inte redan har ett. Besök **www.startrekonline.com/activate** för att aktivera din produktregistreringsnyckel och skapa ett spelkonto. Se till att skriva ner kontonamnet och lösenordet, då du kommer att behöva dem för att logga in i spelet.

Din registreringsnyckel inkluderar 30 dagars tillgång till *Star Trek Online*. Efter detta kommer du vara ansvarig för en prenumerationsavgift som baseras på prenumerationsformen som du valde då du registrerade dig. Du kan ändra eller ställa in din prenumeration när som helst genom att besöka **www.startrekonline.com/account**.

GRUNDKONTROLLER

Flyg ditt skepp

Använd tangenterna W, A, S och D för att manövrera ditt skepp. A och D svänger ditt skepp sidledes, medan W och S rör ditt skepp upp eller ned. Du kan ändra din hastighet genom att använda gasreglaget på skärmen. Du kan också backa och köra i full impulse. När du kör i full impulse så ökar din hastighet med 60 procent.

Markrörelser

Du kontrollerar din spelare på marken med tangenterna W, S, Q och E. W och S rör spelaren framåt eller bakåt, medan Q och E rör din spelare till vänster eller höger. Du kan vända med tangenterna A och D eller genom att klicka på höger musknapp för att vrida kameran och spelaren.

SUOMI (QUICKSTART)

Käy katsomassa päivitetyt pelitiedot pelin viralliselta verkkosivulta osoitteessa: **www.startrekonline.com**.

ASENNUS

Star Trek Online sisältää ReadMe-tiedoston, josta löytyy käyttöehtosopimus ja päivitetyt tiedot pelistä. Lue tämä tiedosto, jotta saat tietää tämän ohjeen painatuksen jälkeisistä muutoksista, tavoista parantaa pelikokemustasi ja kuinka ratkaista mahdollisia ongelmia.

Star Trek Online -pelin asennus:

1. Sulje kaikki käynnissä olevat ohjelmat ja taustaohjelmat kuten virustorjunta.
2. Aloita asennus asettamalla *Star Trek Online* DVD-ROM DVD-asemaan.
3. Jos tietokoneellasi on käytössä automaattinen käynnistys, *Star Trek Online* -asennusohjelma ilmestyy automaattisesti. Jos asennusohjelma ei ilmesty automaattisesti, sinun täytyy ajaa ohjelma manuaalisesti. Jos sinulla on käyttöjärjestelmänä Windows XP, napsauta Käynnistä-näppäintä tehtäväpalkista ja napsauta sitten "Suorita". Kirjoita Avaa-laatikossa "D:\setup.exe" ("D" on DVD-asemasi kirjain) ja paina ENTER-näppäintä.
   Jos sinulla on käyttöjärjestelmänä Windows Vista tai Windows 7, napsauta Käynnistä-näppäintä tehtäväpalkista ja kirjoita "D:\setup.exe" ("D" on DVD-asemasi kirjain) Etsi-laatikkoon.
4. Suorita asennus loppuun seuraamalla ruudulle ilmestyviä ohjeita.

DirectX:n asennus

Star Trek Online vaatii toimiakseen DirectX 9.0c:n. Jos sinulla ei ole asennettuna tietokoneellesi DirectX 9.0c:tä, *Star Trek Online* -asennusohjelma voi asentaa sen sinulle. Hyväksy DirectX 9.0c:n käyttöehtosopimus pelin asennuksen aikana napsauttamalla vain "Yes" (kyllä). Tämä käynnistää DirectX 9.0c -asennusohjelman.

Tilin luominen

Pelataksesi *Star Trek Online* -peliä tarvitset pelitilin, jos sinulla ei sellaista jo ole. Käy aktivoimassa tuotteesi rekisteröintiavain ja luomassa pelitili osoitteessa **www.startrekonline.com/activate**. Muista ottaa tilisi tunnus ja salasana talteen, sillä tarvitset niitä kirjautuaksesi peliin. Rekisteröintiavaimesi sisältää 30 päivän pääsyn *Star Trek Online* -peliin. Tämän jälkeen joudut maksamaan tilausmaksun sen tilaussuunnitelman mukaan, jonka valitsit rekisteröityessäsi. Voit vaihtaa tai keskeyttää tilauksesi milloin vain käymällä osoitteessa **www.startrekonline.com/account**.

PERUSKOMENNOT

Aluksen ohjaus

Ohjaa alusta käyttämällä W-, A-, S- ja D-näppäimiä. A ja D kääntävät aluksesi sivulta toiselle. W ja S kääntävät aluksesi ylös ja alas. Voit vaihtaa nopeutta käyttämällä ruudulla näkyvää nopeussäädintä. Voit liikkua myös taaksepäin ja täydellä sysäysvoimalla. Täydellä sysäysvoimalla nopeutesi lisääntyy 60 prosentilla.

Liikkuminen maassa

Ohjaat pelaajaa maassa käyttämällä WSQE-näppäimiä. W ja S liikuttavat pelaajaa eteen- ja taaksepäin. Q ja E saavat pelaajan liikkumaan vasemmalle ja oikealle. Voit kääntyä käyttämällä A- ja D-näppäimiä tai kääntämällä kameraa ja pelaajaa oikeaa hiirenpainiketta napsauttamalla.

PORTUGUÊS (QUICKSTART)

Para as mais recentes informações sobre o jogo, por favor visita o Website oficial: **www.startrekonline.com**.

INSTALAÇÃO

Star Trek Online inclui um ficheiro ReadMe (Leia-me) com os detalhes do Acordo de Licenciamento e informação actualizada sobre o jogo. Por favor, lê este ficheiro para saberes mais sobre as alterações feitas após a impressão deste manual, formas de optimizar a tua experiência de jogo e de resolver problemas que possam surgir.

Para instalar *Star Trek Online*:

1. Fecha todos os programas em execução e tarefas a decorrer em segundo plano, tais como detecção antivírus.
2. Insere o DVD-ROM *Star Trek Online* no teu leitor de DVD para dar início à instalação.
3. Se a função de Reprodução Automática estiver activada no teu computador, o assistente de instalação de *Star Trek Online* iniciará automaticamente. Se o assistente de instalação não surgir automaticamente, deverás executá-lo manualmente.
   Se estiveres a usar o Windows XP, prime o botão Start (Iniciar) na tua taskbar (barra de tarefas), e depois prime "Run" (executar). Na caixa aberta, escreve "D:\setup.exe" (em que "D" é a letra do teu leitor de DVD) e prime Enter.
   Se estiveres a usar o Windows Vista ou o Windows 7, prime o botão Start (Iniciar) na tua taskbar (barra de tarefas) e introduz "D:\setup.exe" (em que "D" é a letra do teu leitor de DVD) na caixa de Pesquisa.
4. Segue as instruções no ecrã para completar o processo de instalação.

Instalação do DirectX

Star Trek Online requer o DirectX 9.0c para funcionar. Se não tiveres o DirectX 9.0c instalado no teu computador, o assistente de instalação *Star Trek Online* poderá instalá-lo. Basta premir "Yes" (Sim) para aceitar o Acordo de Licenciamento do DirectX 9.0c durante a instalação do jogo. Isto lançará o instalador do DirectX 9.0c.

Criar uma conta

Para jogar *Star Trek Online*, precisas de uma conta de jogo, caso ainda não possuas uma. Por favor, visita **www.startrekonline.com/activate** para activar a tua chave de activação do produto e criar uma conta de jogo. Não te esqueças de anotar o nome e a palavra-chave da tua conta, precisarás destes dados para iniciar sessão no jogo.

A tua chave de activação inclui 30 dias de acesso ao *Star Trek Online*. Após esse período, deverás pagar uma taxa de subscrição de acordo com o plano de subscrição que escolheste durante o registo. Poderás alterar ou cancelar a tua subscrição a qualquer momento visitando **www.startrekonline.com/account**.

COMANDOS BÁSICOS

Pilotar a tua nave

Usa as teclas W, A, S e D para manobrar a tua nave. A e D viram a tua nave de um lado para o outro, enquanto W e S inclinam a tua nave para baixo e para cima. Poderás alterar a tua velocidade usando o impulsionador no ecrã. Poderás também mover-te em marcha-atrás ou com impulso total. Em impulso total a tua velocidade aumenta 60 porcento.

Movimento no solo

Controlas o jogador no solo usando WSQE. W e S movem o jogador para a frente e para trás enquanto Q e E o movem para a esquerda e para a direita. Poderás virar o jogador com as teclas A e D ou premindo o botão direito do rato para virares a câmara e o jogador.

TROUBLESHOOTING

If you experience any trouble running *Star Trek Online*, be sure to read the most recent ReadMe.txt and patch notes text files. These files detail the latest changes and any bug fixes made to the game. Your problem might already be listed there, along with possible solutions. Many times, errors in running the game can be attributed to a lack of updated drivers. Ensure that the drivers for all your hardware are up to date before contacting Cryptic Studios for technical support.

General Troubleshooting

If your computer hard locks without an error message, reboots during game play, will not start or has distorted graphics of any sort, please make sure you have the latest video card drivers for your video card. Please contact your hardware manufacturer online to find and download the latest drivers.

Sound Issues

If you are experiencing sound distortions or periodic loss of sound, confirm that you have the latest version of DirectX installed on your system. Also verify that your sound drivers are compatible with the newest version of DirectX. Please contact your hardware manufacturer online and download the latest drivers.

TECHNICAL SUPPORT

Web Support

Star Trek Online technical support has solutions to the most common game play related questions and problems. Please check our Technical Support website at: www.startrekonline.com/support.

Email Support

You can contact the Technical Support team at any time at www.startrekonline.com/support and completing the web-based ticket form. Under normal circumstances you will receive an automated reply within 15 minutes, detailing solutions to common problems. A second email will be sent to you within 24 hours containing a more detailed resolution to your particular problem or question.

Account and Billing Issues

If you have any questions or issues pertaining to billing or your *Star Trek Online* account, please contact Billing and Account Services at: www.startrekonline.com/support. Our representatives can help you with many issues, including:

- Questions regarding billing;
- Registering or setting up an account;
- Recovering your account or password;
- Canceling your account;

European Account and Billing Issues

We offer live phone support Monday through Friday, 8:00 a.m. to 5:00 p.m. Pacific Time (hours may be extended due to peak workload). This form of support carries no charge other than normal long-distance charges from your phone company for calls outside your local area. The phone numbers for billing support are as follows:

France: 09 75 17 08 79

Germany: (0301 896 778 048 59

UK: 0870 490 0617

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NOTES

The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:

The PEGI Online logo indicates that a game allows the player to have access to online game play. For further information about online gaming please visit: http://www.pegionline.eu

Le logo PEGI Online indique qu'un jeu permet de jouer en ligne. Pour de plus amples informations sur le jeu en ligne, veuillez consulter le site : http://www.pegionline.eu

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

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http://www.pegi.info

30 days game time included in this activation code

SREU1-8F79X-8GV9B-MUC86-4R64L

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